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Final Fantasy X-2, Official Strategy Guide
Synopsis

BradyGames' FINAL FANTASY X-2 Official Strategy Guide provides a step-by-step walkthrough, which shows how to complete every mission and trigger every scene. The guide also features complete abilities lists for all 17 dresspheres and special dresspheres. The abilities and status bonuses for all 60 Garment Grids are also revealed in this detailed section. All-inclusive bestiary uncovers everything gamers need to know about each fiend—strengths, weaknesses, and immunities, plus the items that can be stolen or attained by defeating these enemies. Extensive mini-game coverage and a flowchart that reveals every gameplay decision and its end result, so that players can master 100% of the game! Top notch boss strategy, area maps, accessory and item inventories, and much more! This Signature Series guide also features a special, two-sided poster with expanded coverage of the Alchemist, Lady Luck, and Gun Mage dresspheres. This title is available for sale in the U.S. and Canada only.

Book Information

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Customer Reviews

Final Fantasy X-2 is a spectacular game, but trying to master it without is guidebook is near impossible! Nice user-friendly walkthroughs and text make this one of the better guides Bradygames has ever created! What probably stand out most is how thick this book is! It's HUGE and since its over 350 pages I expected quite a bit from it. It delivers quite nicely and helps you master the game to 100%! The characters section of the guide goes into each character introducing you to the ones used in your party and what role they play in the game. No problems here. The Dresspheres chapter is beautifully done telling you what abilities you get, how to get them and they even suggest when
you should get them. All the Garment Spheres explained and a detailed screenshot and listing of what abilities and power ups you can gain for it. The battle system is explained VERY nicely. While the battle system doesn’t require that a whole section of the guide is dedicated to it, for those new to the world of Final Fantasy it helps, especially considering the battle system differs from Final Fantasy X. The walkthrough is perhaps where the guide begins to fall and it’s understandable to see why. Since Final Fantasy X-2 has no set path (its VERY non-linear) it makes the walkthrough nearly impossible to organize. All sidequests are incorporated into the walkthrough as well as several secrets. The walkthrough touches on one area and then doesn’t return to it for a while. So if you’re one who uses a guide as you go, it’s difficult to do with this guide. The information in the walkthrough is all over the place. Plus, the table of contents doesn’t help you find what part you’re at so get ready for a lot of page flipping.

I cannot believe some of the high ratings people have given this book. This is by far the worst guide I have ever read. There are so many things wrong with it I can’t even imagine how anyone would see it as worthy praise. I can’t even see how Dan Birlew would allow this to go into print with his name on it. First of all, there are several instances where it does not give important information. As any one of the other bad reviews will tell you, there is an amazing item in the game that can only be found by talking to some guy in Kilika in every single chapter . . . and the book doesn’t tell you this until the last chapter. A little late, don’t you think? But that mistake has already been pointed out, so I don’t want to beat it to death. However, there are several other important oversights. Take the “Blue Bullet” skills, for instance. The book lists all the skills and the enemies from which you can get them, but it doesn’t tell you HOW to get them. For example, it does not tell you that a Malboro only uses “bad breath” after its health has been affected ten times. Also, it does not tell you that support skills like "mighty guard" and "white wind" can only be learned when the enemy is confused. I wasted so much time trying to get these enemies to use their skills on me and finally had to resort to online guides. Also, the book says that the only way to get the Mascot dressphere is by getting all 15 "episode completes" in chapter 5, but it doesn’t specifically say how to get these "episode completes." The first time I went through the game I only sold 9 out of 10 of Tobli’s tickets because the guide said the only reward for selling all ten was an item.

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